

## **Listing of Claims**

This listing of claims will replace all previous versions, and listings, of claims in the application.

### **Listing of claims:**

1. canceled
2. (previously presented) Method of creating a stereoscopic haptic virtual environment, comprising the steps of:
  - generating stereoscopic graphics and haptic scene components;
  - synchronizing the stereoscopic graphics and haptic scene components; and
  - presenting the synchronized stereoscopic graphics and haptic scene components to a user.
3. (previously presented) The method of claim 2, wherein the generating step further comprises the steps of:
  - providing a visual cue via stereoscopic vision equipment that a haptic device has touched a virtual object; and
  - providing a force response to the user when it is determined that the virtual object has been touched.
4. (previously presented) The method of claim 3, wherein:
  - the visual cue is a displayed object model; and
  - the force provided is calculated to duplicate the force that an actual object modeled in virtual space would provide when touched with the haptic device.
5. (previously presented) The method of claim 2, wherein:
  - the presented synchronized stereoscopic graphics and haptic scene components are coordinated and consistent with each other; and

the synchronization step allows independent user customization of stereoscopic graphics and haptic scene components parameters.

6. (previously presented) The method of claim 2, wherein the generating step further comprises:

shuttering a computer monitor or video screen display to present in quick succession one image at a time to each eye of the user while the other eye of the user is covered, interlacing video display and buffered delivery of image data to different scan lines; and

coupling force-feedback to the display.